NEWSLETTER
Vol.6 No.4

JACG

Dec. 1986
Single Copy
Price $2.00

THE JERSEY ATARI COMPUTER GROUP

EDITORIAL

It's holiday season upon us signifying the end of another year, and the time of year when more money is spent on home-computer related items than possibly the preceding eleven months. It's been (from all of my non-professional observations) a good year in ATARIDOM; with ST sales solid and climbing, excellent support for the 8-bits, and even a resurgence in the marketing of the "2600". Enscounced back at the ranch (Bell Labs) for our meetings, the JACG looks as strong as ever. Membership is on the upswing, indicitive of our strong interest, I am sure.

As far as the new year, fast approaching, I will watch the "new" public ATARI with avid interest (not that I am a shareholder - but that my investment in their products is not insubtantial!). I hope fervently that support continues at a high level for the 8-bit machines (selfishly, yes, I admit it), but I also hope for continuing and growing success for the ST line; and for whatever else ATARI may have on the drawing board.

I, of course, look for the continued growth and success of the JACG. This depends, not only on manufacturers, but also on members. With welcome, but as yet too infrequent occasion, members other than the "usual" active participants in meeting and newsletter offer their contribution for the entertainment, enlightenment or edification of the membership - without which there would be NO club. For, if 100% of the members attented and subscribed solely as recipients and users - there would be NOTHING for anyone! So,

PARTICIPATE
&
CONTRIBUTE
!!!!!!!!!!

D. B. Mork

In This Issue

Presidential Ponderings - J. Kennedy. 3
PDG - D. Van Hook 4
Lords of Conquest - W. E. Brandt 4
Naming Your Own... - E. Tomlinson 5
Meretzky Goes Sexy - T. Pluck 5
Update - E. Tomlinson 6
Recreational Math - K.J. Pietrucha 6
In The Dispatch Pouch - W. Martin 8
Let The JACG - G. Gorski..... 8
JACG School Of Journalism - D. Forbes 9
ZMAG - R. Kovacs 12
ATARI 1987 - D. Forbes 15
Patronage - D. Noyes 18
Doctor Dead - T. Pluck..... 19
Noise From Noyes - D. Noyes 19
November Meeting - T. Pluck 20
Bargain & Sale - G. Gorski 22
Rules For Merchant Sales 22
Trading Post 23

MARK YOUR CALENDAR !!
JACG
Meeting Schedule

JANUARY 10, 1987

J A C G Newsletter Advertisements
++++++++++++++++++++++++++++++++
RETAILERS - MANUFACTURERS - VENDORS

How would you like to reach a targeted audience of over 700 ATARI computer users? This newsletter has a press run of 800 per month, is read by members and non-members alike, and is sent to over 60 other ATARI User Groups across the U.S. and in several other countries.

Advertising is available on a first-come and space-available basis. Camera ready copy, accompanied by payment, must reach the Editor by the 20th day of the month preceding publication. JACG reserves the right to make decisions concerning the placement of ads within the Newsletter and editing or rejecting advertisements deemed unsuitable.

Advertising Rates

Full page (7-1/2 x 9) ... $48.00
Half page $25.00
Quarter page $18.00

Discount rates available upon request.

Contact: Gary Gorski
313 Sheridan Ave.
Roselle, NJ, 07203
(201) 241-4554

JACG Membership

The Jersey Atari Computer Group (JACG) invites you to become a member. Dues are $20.00 per year ($30.00 per year international: Mexico and Canada $20.00) and entitle the member to: 1) Receive the monthly newsletter; 2) Purchase programs from the group's extensive tape and disk libraries at special rates; 3) Join special interest groups or form new ones; 4) Benefit from the expertise and experience of other Atari computer users; 5) Participate in group purchases of software at substantially reduced prices; 6) Receive a membership card that entitles the member to discounts at local computer stores; 7) Attend monthly meetings to learn about the latest hardware and software, rumors, and techniques for getting the most out of your Atari computer; 8) Submit articles and programs to the newsletter and give demos and presentations at the monthly meetings; 9) Participate in sale/swap activities with other members; 10) Access the JACG nationally famous Bulletin Board; and 11) Have a lot of fun.

Newsletters are sent third class mail. If you want first class mailing include an extra $6.00 with your basic dues.

If all of this sounds good to you send a check or money order, payable to JACG, to:

Joseph Kennedy, Membership Chairman
126 Jupitor Street
Clark, NJ 07066

FLEA MARKET RULES

In order to clarify the intention of the Executive Committee in sanctioning the use of the BTL lobby before and after monthly meetings for use as a member flea market we publish the following rules:

1. All flea market sellers must be current JACG members.
2. Space is provided on a first-come, first-served basis.
3. Only ORIGINAL programs with ORIGINAL documentation may be sold in the area of software.
4. Hardware of any type may be sold normally without constraint. The Executive Committee reserves the right, however, to limit the physical size and space consumed by such hardware.
5. Flea market business will be conducted only in the lobby and ONLY when the meeting is not in session in the auditorium.
6. The Executive Committee reserves the right to deny or suspend the privilege of flea market usage to any person, member or not, for infraction of these operating rules.

NEW TO THE ATARI?

NEED A LITTLE HELP?

PRESS CTRL-CLEAR

SYSTEM RESET TO REBOOT

#@%&#!

BOOT ERROR...

SET OPTIONS NOW

MAYBE A JACG BIG BROTHER CAN HELP

GIVE US A CALL
201-469-6190

PRESIDENTIAL PONDERINGS

Joe Kennedy - JACG

First I would like to thank everyone for your vote of confidence in selecting me as your president. I would also like to thank Bill Martin for his fine leadership over the past year. In the coming year I hope to continue in the fine tradition of the past JACG Presidents. Its an excellent group of people. Dick Kushner also is to thanked for his recitation of the history of the JACG.

Those of you at the November meeting are aware of the difficulties that we had with demo's that could not be held due to the equipment we have for the meetings. To alleviate this the executive board has decided to purchase a 130XE. Oleg Kis of Software Spectrum will again donate the usage of a 520ST with an RF feed for the meetings. Each meeting will include a demo on the ST. Further it has been suggested that the meeting officially start a half an hour early at 9:30 so that the nominal end is at about 11:30. The ST SIG which is being started by Don Ursem would then hold their meetings immediately following the main meeting. We will discuss this in detail during the December meeting for the final decision of the membership.

I must admit that I spoke too hastily at the last meeting. Tom Pazel will be handling the membership roster in the future rather than Bob Mulhearn. The Vice-president has a good opportunity by handling the membership to become acquainted with our new members. This should be a function added to the responsibilities of the VP. An amendment to the by-laws should be considered. That not withstanding if you want to enroll or re-enlist send your application and cash to Tom Pazel at the address on the back of this newsletter. Just a quick note that thanks to Tom you will soon be seeing a new JACG New Jersey logo as the opening of the library disks and a new menu that will list an entire disk directory to one screen and allow BASIC or binary files to be loaded with just the joystick or keyboard. Way to go TOM!

Mary Russomano is looking for two volunteers to sit on the selection committee for the Frank Pazel Award. The committee will consist of Mary as the chairperson, the club president and vice-president and two members at large. If you would like to serve on the committee please see me after the meeting. Also nominations should be sent to Mary's attention at 167 The Fellsway, New Providence, NJ. Your nominee can be anyone that you feel has contributed significantly to the computing world - from the kid down the block who wrote the great program that has your Atari cut the grass; to Jack Tramiel for bringing down the cost of computing; to Ron Reagan for making all that work for programmers by revising the tax code; to anyone in between. Just submit your nominee by sending Mary a paragraph on why you think the particular person should be honored. The committee will give equal consideration to all entries. (Just a quick note! Mary has been busy and she has also been able to work out a great deal for a group purchase of the Richman's Word Processor - the 80 column WP that she demoed recently. For details see Mary or Gary Gorski.)

The 'For-What-Its-Worth" department, if you're using Atariwriter+ and you print you get a "File Length Error" go back to the editor and put a "Return" at the end of the file. This should solve you problem.

If you don't think that working for the JACG has benefits, please bear in mind that after working for the JACG for years as the Disk Librarian Don Ursem has just retired and now he's moving into a new house. While I can't guarantee that you'll receive the same retirement benefits, you can get you're rewards sooner. For those who write an article for the newsletter, present a demo or other feature at the meeting, get an ad for the newsletter or get a new member there will be an extra ticket for the fabulous JACG door prize raffle at the current meeting. So get writing or recruiting or demoing or whatever you wish. The raffle was not worth $22,000,000.00 last month but you never know which month it may be!

As a final thought. If you get what you pay for would this column have been better if I had typed it on my $650 48K 800 with a $475 810 instead of my $130 130XE and $175 1050?

Continued from Pg. 13

the Syndicate BBS at (201) 968-8148.
Take care all and Have a pleasant Christmas and a prosperous 1987!!

Ron Kovacs
Zmag Managing Editor
SysOp-Syndicate BBS

Editor's Note

ZMAGAZINE is a very large, frequently updated on-line magazine. It is not my intention to simply download portions of it as "filler" for the JACG Newsletter. Ron Kovacs has graciously offered to provide on a monthly basis, a sampling of what is current, the intention being that one could access through a BBS like SYNDICATE, the entire magazine. Of course, just as we do with exchange newsletters, noteworthy articles (such as the Piracy Survey) will find there way into our Newsletter, again - space permitting.

ed.

PDG

Doug Van Hook - JACG

Joe Kennedy describes the acronym PDG as either "Public Domain Goods" or "Pretty Darn Great", describing the JACG Program Library. After reading all of Joe's work in preparation for this month's column, I can only describe Joe's work as a "Perky, Dynamic, Gem", an example of "Pure Diabolical Genious". I don't have plans to change anything about the column, just to follow a tough act.

This month's column describes JACG Volume #039. The self booting menu for this disk is the typical MENU.SYS originally written by Matt Loveless. Try modifying this menu program on another disk to hide programs by only listing those with a specific extention.

The first program CCDRAW will draw some interesting patterns based on variables that you select when prompted. Caution... there are no TRAPS in the program checking that the values you enter are numeric. One unique feature of the program is its use of SIN, COS, and ABS.

Beam Me Up Scotty... EZYTRANS is the Transporter of the USS ENTERPRISE which is activated by pressing the Start Key. Watch Scotty appear and disappear on your screen with the use of ATARI Player Missile Graphics techniques.

Instructional Text provides instructions for using the Character editor program PLAYRUTL. This type of editor provides the numerical values used to define a character for home grown video games.

Slate allows you to add a title, credit, and date to your home video productions. The title is then followed by a countdown to add that professional touch.

Charload will load the character sets saved with either of the two character editors provided on this disk... TWO !!!

Superfnt, the second character editor did not load correctly from the menu. A quick look at the program proved that a Peek for location 1531 was not returning the expected number on my 800XL. By changing line # 150 to "GOSUB 1400" the program ran like a charm, and boy was this program a pleasant surprise! This program allows you to edit the entire ATARI character set at one time and shows the entire original and edited character sets on the screen. You can also restore characters back to their original format, and switch their order within the character set.

Cont. on Pg. 6

Lords of Conquest

W.E. Brandt - JACG

Although I enjoy playing games like Threshold, Shamus, and Boulder Dash, my joystick skills rarely get me past the lower levels. I seem to have much more success with multiplayer games like M.U.L.E. where strategy is also an important part of the game. Consequently when Electronic Arts brought out Lords of Conquest, I immediately went out and bought a copy.

The game is for eight bit computers with at least 48K RAM, and is somewhat similar to the board game of RISK. It is a game of territorial struggle where the object is to "conquer the world". There are 20 different world maps to choose from, and if that is not enough you can ask the computer to custom design a new map for you, or you can design your own. The game can be played by up to four players, or by one person against the computer.

The action takes place in yearly cycles. Each year in turn has phases of production, trading, movement, development, and conquest. Each year's production consists of horses, timber, coal, iron, and gold, which in various combinations can be used to build boats, weapons, and cities. The attack procedure is not complex, but it requires the use of strategy since you may need to shift horses, weapons, and boats to support an attack or shore up a defense. Weapons can only be moved using boats or horses, and horses have only a limited range.

Although the game can be played by a single player against the computer, it is the multiplayer games that are the most stimulating. The multiplayer games bring in the possibility of trading and forming alliances. You have the option of saving the game at several points; however, even at the expert level a complete game only takes about an hour.

The game does have a couple of minor shortcomings. The graphics leave a little something to be desired, and at the expert level it seems to take forever for the computer to decide where it is going to attack. On the other hand, it is hard not to like a game where when the computer is about to lose it says "I haven't a prayer...may I be permitted to withdraw", grants you the title of Lord of Conquest, and plays you a musical tribute! The slogan on the back of the game cover says "Power - you know you love it", but it should really say "Winning a challenging game - you know you love it".

****
GIVE A BIT!!
****

NAMING YOUR OWN COMPUTER COMPANY

by Phinklops Chickenmucus

Many of you have heard of NameLab, a company whose computer gives names to other companies. The computer takes in a whole bunch of inputs asking what qualities you want your product or company to be known for, and then it makes a name. For instance, Nissan wanted it's new car to be a safe family car. The computer came up with, among other names, Sentra -- indicating center and sentinel. It also created Mindset (actually, that's already a word in the dictionary) and Datago.

The fee to use this computer?

$35,000.

So think again about trying it out. But now for the price of this newsletter, you can try my very own NameChart. It can create names for things other than computers and computer companies, too.

HOW IT WORKS: There are three sections, 1-10, 11-20, and 21-30. From each section, you determine what quality you want most for your company's image. If out of all of the first ten, you decide that you want your product to be safe, you would choose its proper counterpart -- SAFE (rather obvious). Then say you decide out of 11 through 20 that technological is the way to go. The next part of your name would be VEC. Then, searching through 21 to 30, you spot "durabiliy" -- the next name part would be TOR. Now use your three word parts in any combination you like. Some will sound dumb. Who would name a company VECSAFETOR? But when you hit the right combination, you just might find that VECTORSAFE does indeed sound like a product that's state-of-the-art and very durable, yet safe to use.

Of course, if you see two qualities in one column that you must have, you can use both. But your name shouldn't be over three "word parts" long.

Now save yourself $34,998.00 or so dollars and name your company or product!

1. Safety - SAFE
2. Speed - JET
3. Macho - MACH
4. Petite - TITE
5. Light, Small - SLIM
6. Powerful - RAM
7. Exciting - HYPO
8. New, not yet seen - TRON
9. Religiousness - HOLY
10. Pretty - TAN

Continued on Pg. 20

Meretzky goes Sexy

Leather Goddesses of Phobos

Tom Pluck - JACG

How would you like to go for a bawdy romp through the galaxy in the privacy of your own home? For a measly $37.95 no less! Yes, INFOCOM has come out with another text adventure for the Atari, to be placed in a brand-new category- not the usual Fantasy, Science Fiction, Mystery, or Adventure; but Comedy!

The game is very funny, but I don't recommend it for young children. Maybe for young teens- only because it has three playing modes, which are TAME, SUGGESTIVE, or LEWD. The first is best for the young- No curses or naughty stuff. The second is mediocre, good for people who don't have a full understanding of Steve Meretzky's crazy sense of humor. While LEWD is an out-right nut-house! You CAN curse, you CAN do things I'm not going to mention (if you are smiling right now, you should play in LEWD mode: you are also sick.) and you CAN'T if you are under 18. Well, you can lie, but if you tell the game you are 17, and then try to enter LEWD mode again saying you're 25, it will call you a liar. (Take it from me- lie the first time.)

First, you choose whether to play as a male or female by going into the appropriate rest room. You begin play at Joe's Bar in 1936, where you are grabbed by a bunch of green bug-eyed aliens who throw you in a cell on Phobos. The object of the game is to find eight special items so the companion you find on Phobos (Trent or Tiffany, counting on whether you're male or female, respectively) can make a machine to stop the Leather Goddesses from making Earth into their private pleasure planet, thus making every human a slave!

The game is standard level, and I have no idea how many points you are suppossed to get. It's a little difficult, but fun, and should appeal to most users. Do not call this a softporn sicko game. What it becomes is entirely bestowed upon the player. You do not HAVE TO do anything naughty to solve the game. (WANTING to do so is another matter entirely.) The game also has the new OOPS command, which allows you to correct a command without retyping the whole line.
For Example:

> Show the paintng of the cat to the mouse.
[I don't know the word "paintng".]
> Oops painting
The Mars-mouse freezes in fear.

This proves very useful when commands are two lines long! (No, I didn't use INFOCOM'S example of the Oops command, I used my own.)

Continued on Pg. 20

UPDATE

E. Tomlinson - JACG

This article is the result of my experiences with Chipmunk, and the constant updating I have had to do because of the seemingly endless discovery of new versions of programs.

I wonder sometimes how many people are aware of the fact that software they have purchased has since been updated. I am also curious about what changes are actually made, and how significant they are. My best example would have to be Strategic Simulations, which I will refer to as SSI. Did you know that there are at least two versions of every program they put out. If you own any SSI product that is marked version 1.0, they have since updated it. I don't know what changes they make, except for the protection scheme, but they always seem to release a version 1.1 of everything. Some specific examples that I can think of are Colonial Conquest, Imperium Galactum, Gettysburg, Computer Baseball, Kampfgruppe, War In Russia, Broadsides, and Field Of Fire.

If you own Microleague Baseball, Summer Games, Eidolon, Koronis Rift, Hardball, Personal Net Worth, Mastertype, F-15, Silent Service, Typesetter, Blue Max, B/Graph, and yes, even Chipmunk, you might be suprised to know that different versions of these programs exist.

To make the situation even more confusing, many of the companies do not display a version number anywhere. I now appreciate companies that do, although sometimes the version number doesn't change when the program does. I have come across teo versions of Page Designer 2.1, and two versions of the Harcourt Brace Jovananvich SAT program 1.0AT. There also those cases where a different version can be easily spotted because of a major change. For instance, there are two versions of Ghostbusters, one with, and one without speech.

So what does all of this mean? I really don't know. I guess that the answer probably varies from program to program. I do know that if you have had any trouble with any of these programs, you might be interested to know that maybe the problem was solved, and nobody wanted to tell you.

Continued from pg. 4

I didn't cover every program on the disk, in fact there is one in particular I would like to show you at the meeting. Remember to enjoy a terrific holiday season, and pick up Disk Volume #039... it fits Great in a stocking!

RECREATIONAL MATHEMATICS

Kenneth J. Pietrucha

Most people I talked to had no idea that a field called "Recreational Mathematics" existed. In addition, most quickly asked, "What could be recreational about a subject which caused so many problems during the school years ?" I guess I should confess that at one time, after years of drills and surprise tests, I too found nothing recreational about mathematics. The calculator and the computer have relieved most of the drudgery associated with mathematics. Computers love to do repetative calculations, so the marriage between the computer and recreational mathematics was inevitable.

With the computer doing all the hard work this time, why not give mathematics another chance. The name itself "Recreational Mathematics", is very broad, and for lack of a better definition, I will say it is anything related to the understanding and/or the solving of a mathematical problem which makes you feel good. That's what makes it recreational !

To make life still easier, we probably won't be using any decimals, only whole numbers or integers. Solutions to equations involving only whole numbers is a field all by itself. Such equations are called Diohpantine Equations, named after Diophantus a Greek mathematician who lived about 50 A.D. You can read more about Diophantine Equations in the March '86 issue of BYTE. A mathematician of modern times, Leopold Kronecker is remembered for his quote "God made integers ... all else is the work of man."

One of the things you might like about this form of mathematics is its simplicity. We can easily calculate any one of several number theory classifications, from the most popular "prime numbers" to some of the lesser known types such as "friendlies" and "wierds". With a little programming ability, problems in number theory can be explored and will provide countless hours of "recreation".

Another interesting fact about Recreational Mathematics is that most of the so called "unsolved" problems can be understood without any special training, as in the classic problem referred to as "Fermat's Last Theorem". In school we were taught that in a right triangle with perpendicular sides A and B, and a diagonal side C or hypotenuse, the sides are related by the formula $A^2 + B^2 = C^2$.
So if A=3 and B=4 then C^2 would equal 25 and therefore C=5. Fermat came along and said that this only works for whole numbers and powers of two. In other words, $A^3 + B^3 = C^3$ will never have a solution where C is a whole number.

He wrote in the margin of his book that he had a simple proof of this statement, but he added the margin of the book was too narrow for him to write it down. Soon after, he died and, if a proof did exist, it went with him. To

Continued on Pg. 7

Continued from pg. 6

this day the problem basically, remains unsolved. I say basically, because mathematicians have proven the theorem for specific powers, and with the help of modern computers, have searched the upper regions without finding a single exception. Still we must say that no single proof exists which satisfies all conditions. More information on Fermat's Theorem can be found in the March 1986 issue of Science 86.

So you see, what seems to be intimidating is really quite easy to understand. Although most proofs to date are probably difficult for you and I to understand, Fermat did say he had a simple proof.

The field of mathematics is full of unsolved theories, theorems, and conjectures, most of which can be understood easily.

At the present time, my interest in number theory consists of approximately twenty classifications of numbers, each of which can be discovered by you and studied at your leisure.

As you explore numbers, you will find that certain ones show up in the most unexpected places.

The number known to us as Pi, which has a value of 3.14159..., has always been connected with a circle. What most people do not know is its connection to the theory of probability. If you start at the very beginning, you will be reading the account of Comte Georges-Louis Leclerc de Buffon, who determined an empirical method for determining the value of Pi. By dropping a needle on a piece of paper with lines drawn on it, his formula would give a value for Pi after many iterations. In the June 1983 issue of Science Digest, an article by Dr. Crypton states that in 1901, the Italian mathematician Lazzarini dropped a needle 3,400 times for a value of Pi equal to 3.14. Some day I would like to write a program to drop the needle grahphically and calculate Pi after each drop. Most books on this subject list it as the "Buffon Needle Theorem".

Somewhere in every computer course is a problem requiring you to write a program to calculate the Fibonacci series. The series which begins 1,1,2,3,5,8,13,... is calculated by taking the sum of the last two digits in the series. It was originally published by the Italian mathematician Leonardo of Piza as an answer to a problem concerning the rabbit population vs time. It has since become so popular with recreational mathematicians that it has its own magazine. The Fibonacci Quarterly, which has been published since 1963 by the Fibonacci Association at San Jose State College in California. There are also "Tribonacci Numbers" which are calculated by summing the preceeding three numbers.

The Fibonacci series is seen in nature in the florets in daisies, sunflowers, pine cones, pineapples, and others. The ratio between successive numbers in this series approaches the number 1.61803398 which is known to mathematicians as Phi, the "Golden Ratio". It is said that rectangles drawn to this ratio are more pleasing to the eye than rectangles of other proportions. The picture, "The Sacrament of the Last Supper" by Salvador Dali which hangs in the National Gallery of Art in Washington, D.C., was drawn to the proportions of the Golden Ratio.

Numbers of this type usually have colorful stories associated with them. In some texts you will find reference to the "Lonc Relativity Constant", named for Frank A. Lonc of New York who measured the heights of women and compared them to the heights of their navels. He claimed the the ratio was 1.1618. Now that's RECREATIONAL !

As you can see, the lives of some of the men responsible for these numerical goodies could make interesting reading.

William Shanks, a nineteenth century British mathematician, took twenty years of his life and calculated Pi to 707 decimals. But, guess what ? He made an error in the 528 th. decimal place. It should have been a 4 not a 5. His error was detected in 1945 after approximately seventy years. Those were the days before computers and Shanks did his calculations by hand. It is interesting to note that some mathematicians of the time had suggested the calculations might be in error because the randomness of the number changed.

Have I wetted your curiosity for this type of mathematical trivia ? I hope so, because besides the enjoyment of the hunt, Recreational Mathematics will also improve your programming skills.

Lately I have become interested in the people known as "idiot savants". These people can perform dazzling mental calculations in their heads. In some cases they have been able to do the calculations faster than a computer. Some, like Shakuntala Devi, have written accounts of the methods used to make these calculations. In her book, The Joy of Numbers, she explains in enough detail the procedure she uses in her head. These analogies can, in some cases, be used to advantage in programming computers.

If you are into crossword puzzles, I think you will like what are known as magic squares. More books have been written about this type of mathematical entertainment than any other topic. Take a simple example of a grid three boxes across and three boxes down. The object is to fill the nine boxes with numbers so that adding these numbers in any straight line, up, down, or diagonal, will always give the same sum. When you figure this out you can go on to larger puzzles. A short but extremely well written article, "The Lure o Magic Squares" by Dr. Crypton, can be found in the February 1983 issue of Science Digest.

Perhaps the man on the street doesn't know Recreational Mathematics exists, but the publication industry does.

Continued on Pg. 18

IN THE DISPATCH POUCH.

Bill Martin- JACG Inc.

From time to time we get special offers or advertisements from hard/software distributors. I'll try to mention them here. Presence of an item in this column is not to be considered an endorsement. Also, please don't hold me responsible for typo's or mis-interpretations; and here's the BIG ONE! If you make an inquiry, mention where you saw it. They might advertise with us, and most important of all, send me a free one!

Address all goodies to; Bill Martin, P.O. Box 356, Whitehouse Station, NJ 08889.

---

* ST Business. 5140 Appletree Dr., Roanoke, VA 24019. $5.50 an issue, $30.00 per year, (24 pages). At $.35 per page, this is probably one of the most expensive magazines to be issued for the ST. It would have worked out to $.23 per page if I had considered the advertising in my calculations. A full page is devoted to some listings of AUG's ,(Atari User Groups), around the country. One statement claims that the Eugene ACE's news letter is "100% ST". I guess that I must be subscribing to a different Eugene ACE newsletter.

* ST Application. P.O. Box 980, 10760 Hwy 116, Foresville, CA 95436. (707) 869-2325. $5.00 per issue, five or more subscriptions at one time from user groups, $30 per year. Eighty pages including reviews and "type in" software. I noticed in one of the "adds" that Suzie and Melissa are ready to share "all" with the ST crowd now. I wonder if the graphic display's, (wink, sneer, chuckle), have been improved? Orange is such a weird color.

* Easie ST RAM board from AERCO, (Acme Electric Robot Company), P.O. Box 18093, Austin, TX 78760. Phone (512) 451-5874. A compact, plug in memory expansion board that can be configured in three progressively larger (and more installationally difficult) stages. The third stage gives you 4 Meg. Prices start at $189.00 for the 1 Meg upgrade. See if you can find the word that I made up? User groups can appreciate a 15% discount for 5 or more orders. See Gary Gorski with cash up front.

* Budget Programming, 272 Quigley Blvd., New Castle, DE 19720. Phone is (800) 441-8221. Disks, Verbatim SSDD $7.75 per box (of 12 through December 15th), Minimum order of 10. DSDD per box, $10.60. Same deal.

* Computer Garden Catalog (dated September- November 86. 106 W. Carey St., Plains, PA 18705. Phone (717) 823-4025. "Lowest USA Prices", is quoted on the front cover. As an example, a 130 XE is priced at $139.00, a 1027 at $99.00. When I was a kid, I was told that I lived in the U.S.A. and that USA was a town in Japan. It might still be, for all I know. In all fairness, you must realize that catalogs are printed months in advance and that computer hard/software prices are subject to change. Give a call to verify that the price quoted is the lowest price.

* ST GUIDE TO PUBLICATIONS, 8701 Supreme Ct., NE, Albuquerque, NM 07109. Phone (505) 822-0825. $18.00 a year gets you a monthly list of ST related articles and books that have recently appeared. October's issue was 9 (paper) sides and priced at $1.50. The concept is similar to our own Bill Brandt's ($7.00) magazine article index.

* POWER SYSTEMS. 13406 N.E. 84th St., Redmond, WA 98052. Phone (206) 888-3730. Power Edit, Vision, Assist, Writer, Ramdisk/Spooler ST utilities at about 1/3 off for user groups. See Gary Gorski with cash or check up front. Prices from $14.95 to $39.95.

* TECHMATE from Szabo Software. P.O. Box 623, Borrego Springs, CA 92004. Second notice. That neat chess game is finally out. Comes with two clocks and a move counter that works with the mouse for $49.95. We have a demo in our ST library. Try it out.

*LYNKERS INC. Sales of PC Modems, (especially). Owned by the EVER BRIGHT ELECTRONICS FACTORY CORP. in Taiwan. The Director is a former user group president which may tell you something. Since I discarded the envelope upon receipt, it may be difficult to track this company down. It seems that the company , (remember, Ever Bright?) neglected to put an address on any one of the four pages or two color brochures. Could this be considered a contradiction in terms? Their THO12D, (for Atari), 300-1200 baud model goes for $140.00 when purchased in multiples of 10 or more. Nuff said?

Well, mail call is finally over and I'm totally caught up. Now that I don't have president stuff to do, I'll try to keep up with the flow of information. See you next month.

Let the JACG
Do the Work
for You

Gary Gorski
JACG Sales Manager

Sit back, relax, and earn extra money, by letting the JACG sell your original software. For one reason or another, we all buy software that just isn't right, has been outgrown, or is no longer needed.

The JACG will sell that software (maximum of 3 per month) at it's monthly meetings. All you have to do is to bring in the software and original documentation clearly marked with your name, member number, and the price you would like to sell it for!! For 20% of the sale price, the JACG will handle the sale for you with no hassles. Please be sure to bring your software early to the meeting so it can be displayed at the flea market. This can be a wonderful way to get that much needed extra ca$h for Chri$tma$!

If you need additional information, please call or drop me a line.

JACG SCHOOL OF JOURNALISM

By Donald Forbes -- JACG

Welcome to the JACG School of Journalism! On completion of this six-month course you can consider yourself a full-fledged writer.

Your textbook will be the back issues of the JACG newsletter, the national leader in its field. Your instructors will include such familiar executive committee names as Art Leyenberger (Analog Computing), Dick Kushner (Basic Atari BASIC), Bill Martin, Joe Kennedy, David Noyes, Thomas Pluck, Robert Mulhearn, Shree Vandenberg, Don Ursem, and many others.

Prerequisites for the course are a word processor (or yellow pad and #2 pencil) and a desire to see your name in print.

To graduate you will be required to submit six articles (one a month) to the JACG newsletter. Seventy lines of text (9 inches at 8 lines to the inch) will fill one column. Your copy can be pasted down to go to the print shop without further handling if (for example, with AtariWriter) you center the heading in elongated type (Ctl C, Select E, "heading", Select E) and set the margins at 10 and 52 to give (at 43 characters, 10 to the inch) a line 4 1/4 inches long, right justified.

ASSIGNMENT ONE

Your first assignment: My Favorite Atari Game.

Dream up a catchy title. Then mentally construct your lead paragraph. (Note the leading paragraphs in your daily newspaper stories. They attempt to answer the questions: Who did what to whom, when and where, how and why and -- perhaps -- for how much $$.) Try to hook the reader. Grab his attention. Arouse his curiosity. Once this is clear in your mind, mull it for a day and then sit down to write. For an instant outline, use a spreadsheet (Dec 85 newsletter).

Write your story all at once, without interruptions (although you may insert reminders to yourself to check or add missing facts or spelling). This procedure saves many hours of time wasted staring at the keyboard, and makes your story look fresh.

The next day, reread your story, check and double check the spelling and facts, and fix any clumsy phrasing. On no account attempt to rewrite or polish or revise your original text; never let yourself fall into that endless quagmire, the revision trap -- if you think you can do better, save it for the next article.

Every actor needs a good exit line before he leaves the stage, and so does your article -- if you can find one. Print your article again, and bring it with you to the next meeting. Then wait 30 days for the finished product.

ASSIGNMENT TWO

Write a review of any Atari game.

Note the structure of the stories in your daily paper. After the main facts are stated in the first paragraph, the remaining paragraphs develop the points made in the lead or earlier paragraphs. The paragraph structure is a set of inverted pyramids like this:

The reason: newspapers always have to be prepared for a new story to break. An old story can always be shortened by cutting from the bottom. The top part of the story will always make sense, no matter how many paragraphs are chopped from the bottom.

In a game review, you should devote most of the review to an explanation of the game. Let the facts speak for themselves. Then wrap up your views in a final paragraph. Be constructive. If the game is worthless, it probably does not deserve a review.

ASSIGNMENT THREE

Describe a program to solve a problem.

Pick a problem that can be solved by a program (probably in Atari BASIC). Explain the problem, and then show how the code provides an answer. You can write your own program if you wish. Otherwise, just pick one from a book (even a library book) or a back issue of any Atari magazine.

The objective here is clear writing: spell out the problem and the solution in clear language so that a non-expert can follow the argument. Every how-to book is written in the clear, precise style of a kitchen cookbook recipe. Always write in short sentences. This forces you to think in a logical pattern, and saves the reader the trouble and annoyance of unravelling tangled prose. Readers looking for poetry or literature or philosophy will not seek out the JACG newsletter.

ASSIGNMENT FOUR

Write a book review.

From your bookshelf or library or a friend, find an Atari book and then try to present in perhaps one page the message the author has for his readers. You should be fair both to the author and to the reader. Let the author present his views, and at the same time let the reader judge whether the book has worthwhile information.

Then save your personal views for a final paragraph. Alternatively, you can straddle the fence. "I have seen your book and much like it. I lost no time in reading it." Or, as Mozart says to Salieri in the movie Amadeus: "I have never heard such music. Only you could have written it." To which Salieri bows and smiles.

Continued on Pg. 10

Continued from Pg. 9

ASSIGNMENT FIVE

Write a condensation of a computer article.

Find an article that would interest our members. Then condense it to a page or less. The challenge here is to have your article stand on its own, so that the condensation does not show. Your first paragraph, of course, should cite the original and the fact that you condensed it.

As a writer you should be aware of the copyright law, which was designed to reward a writer for his labors, but never intended to prevent the spread of knowledge. (Read it in the library, especially if you write for money). The law makes it clear that one cannot copyright an idea, but only the expression of an idea.

Copying less than 300 words is not considered a copyright violation. In addition, the law provides exceptions for educational institutions and for "fair use." Every dictionary copies definitions from other dictionaries (there are only so many ways to define the meaning of a word). Furthermore, in a suit an author must show that he has actually suffered damages. Your main concern, of course, is to protect your own reputation and to avoid embarrassment to your editors.

ASSIGNMENT SIX

Write an article on your field of expertise.

Here again you must visualize your reader. You have to capture his attention in the beginning, appealing to his curiosity or fear or greed or hunger or desire for news or information or understanding or attention or self-improvement or whatever. Once he starts reading, you must relentlessly hold his attention with tight prose (no digressions) and well constructed short paragraphs. The first sentence in each paragraph should let the reader anticipate what will follow in the rest of the paragraph. If the article is well constructed, the reader should be able to pick out the whole story by just reading the first sentence of each paragraph. Then go outdoors and read the article aloud as if you were delivering a speech. If it doesn't sound like you, fix it.

GRADUATION

It should be clear now that writing, like any other task you ever had, has three parts that should never be overlapped: preparation, execution and clean-up.

Preparation: First organize your story in your mind. Your non-waking mind will help you, if you just learn to listen. Do not write a single word until you have resolved all your uncertainties.

Execution: Write out the whole story all at once. Aim to be a fast writer, not a slow one. Never edit while you are writing.

Continued on pg. 15

J & H COMPUTERS

Computers & Supplies

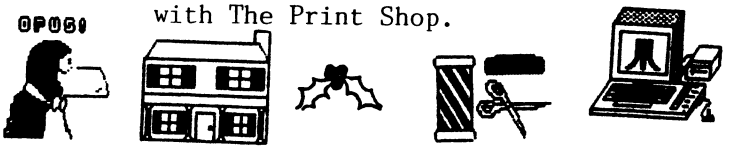
We Can Fill All Of Your Computing Needs

P.O. Box 429
Lanoka Harbor, NJ 08734

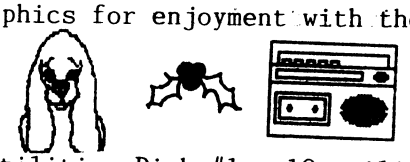
Phone (609) 693-5388

ECLIPSE SOFTWARE

The Print Shop Graphics Supplement #2. 120 all new graphics for use with The Print Shop.



The Print Shop Graphics Supplement #1. 85 graphics for enjoyment with the Print Shop



Home Utilities Disk #1 - 10 utilities for the Atari XL/XE.

Letter processor, checkbook balancer, custom DOS, madlib, mirrordraw, three lottery predictors, Easter predictor, and much more!!!!!!!!!

$5 each - at JACG meetings!!!

$6 each - through mail order!!!

Eclipse Software
86 East Centre Street
Nutley, NJ 07110

MAKES GREAT STOCKING STUFFERS!!!

(Make all checks to TOM PLUCK)

SOFTWARE STATION

DISCOUNT COMPUTER PRODUCTS

ROCKAWAY TOWNSQUARE MALL, ROCKAWAY 328-8338

HEADQUARTERS PLAZA MALL, MORRISTOWN 455-7858

JACG MEMBERS WELCOME AT SOFTWARE STATION

20% **AND TO PROVE IT YOU GET DISCOUNT ON SOFTWARE AND 10%ON PAPER,BOOKS AND DISKS**

Come to Software Station for all of your Atari needs.

* Friendly Sales People.
* Large assortment of software and accessories.
* Two convenient locations.

Software Station Has A Full Line Of ATARI Software And Hardware

8-Bit	ST
65XE	520ST
130XE	1040ST
1050 Disk Drive	SF354 Disk Drive

New Software

8-Bit

Ogre
Age of Adventure
Lords of Conquest
Theatre Europe
Crosscheck
Chipmunk

ST

Flight Simulator
Star Glider
Championship Wrestling
World Games
Sky Fox
Mercenary
Degas Elite

Come to Software Station and save on all your computing needs.
IBM,APPLE,AT&T,COMMODORE,
EPSON AND OKIDATA PRINTERS

BEST OF ZMAGAZINE NOVEMBER

BY:RON KOVACS-SYNDICATE BBS

Welcome to a printed sampler from Zmagazine (an on-line magazine). In this column, I will combine some of Zmag. this month with some from our November issues. Do to space restrictions I will try to capsulize what I can. A special thanks for Dave Noyes for his assistance.

SPA BOUNTY FOR PIRATES EXTENDED

Earlier this year, the Software Publishers Association (SPA) announced it was offering a $100 reward to anyone turning in information about computer bulletin board systems that distribute copyrighted software.

That deal was scheduled to end November 1, 1986, but now the SPA has extended it indefinitely.

As reported earlier in Zmag in order to collect the bounty, tipsters must provide the name, telephone number and log-on information of a pirate BBS, as well as the street address and name of the sysop, a disk containing copyrighted materials downloaded from it and a printout of other copyrighted material posted there.

SPA Director Kenneth A. Wasch has said the group may attempt prosecution of offending BBS operators, but would more likely ask them to voluntarily remove copyrighted material.

PIRACY SURVEY RESULTS

The Hotline Bulletin Board System is an Atari ST-oriented system serving the Washington, D.C. metro area. The system has been online for nearly four years and has logged over 30,000 calls. Approximately 40% of the user base are long distance callers.

For a period of twelve weeks, the Hotline conducted a user survey concerning software piracy and received over 350 responses.

With the recent crackdown on piracy by the software industry, the basic goal of the survey was to get some sort of indication of how serious the problem is with Atari users and whether or not the piracy crackdown was having any effect on the attitudes and actions of consumers as well as BBS Sysops.

Question #1:

Have you ever downloaded copies of copyrighted software from a BBS?

Yes: 73% No: 27%

Question #2:

Have you ever "traded" such software through the mail?

Yes: 37% No: 63%

Question #3:

Have you ever obtained copies of software from a friend or acquaintance?

Yes: 85% No: 15%

Question #4:

Have you ever obtained copies of software from an organized Club or User's Group (during/after meetings, etc)?

Yes: 20% No: 80%

Question #5:

If you answered "yes" to any of the above, how many copies of such programs do you own?

10 or Less: 30%, 11-25: 14%, 26-50: 4%, 51-75: 6%, 75 or More: 36%, None: 10%

Question #6:

If you answered "yes" to any of the above, what is your reasoning for not actually purchasing a copy of the program?

(Enter as many as you like in your response)

Software is too expensive: 23%

I wanted to see if it was worth buying first: 22%

I "collect" software and don't mean any harm to anyone: 13%

It was available, so I copied/ downloaded it: 22%

Other reasons: 15%

Does not apply to me: 5%

Question #7:

If more demonstration programs were available, do you think that it would influence your decision on copying programs?

Yes: 66% No: 34%

Question #8:

Is the software industry trying to keep the cost of programs at its lowest possible price?

Yes: 11% No: 89%

Question #9:

Does the fact of whether or not a program is copy-protected influence your decision on buying a piece of software?

Yes: 41% No: 59%

Question #10:

How much software, in terms of dollar amount, have you purchased?

Under $100: 26%, $100-$250: 18%, $251-$500: 20%, $501-$750: 16%, $751-$1000: 0%, $1001-$1500: 2%, $1501-$2000: 4%, Over $2000: 14%

Question #11:

Have you noticed fewer, the same amount, or more BBS's which feature copyrighted software in their download sections?

Fewer BBS's: 50% Same Amount: 31% More BBS's: 19%

Question #12:

Is the ability to download copyrighted programs from a BBS the primary reason for calling the system?

Yes: 10% No: 90%

Question #13:

Are Bulletin Board Systems your primary means of obtaining copyrighted software?

Yes: 25% No: 75%

Question #14:

Has the current crackdown by the software industry and the Software Publishers Association had any effect on the attitudes of Sysops and Bulletin Board Systems in the trading of copyrighted software that you as a user has noticed?

No Effect: 30% Some Effect: 49% Lot of Effect: 21%

Question #15:

Do you think the crackdown will have any long-term effects

and will limit the copying of copyrighted software in the future?
No Effect: 41% Some Effect: 49% Lot of Effect: 10%
Question #16:
Are you male or female?
Male: 90% Female: 10%
Question #17:
What age category are you in?
13 or Under: 4%, 14-17: 42% 18-25: 18%, 26-35: 25%, 36-45: 10%, 46 or Over: 1%
Observations:
While not a scientifically conducted survey, the answers given by the respondents can give the reader a good indication as to the practices and attitudes of the "average" Atari user who is involved in telecommunications and frequents Atari Bulletin Board Systems. The large majority of the respondents own illegal copies of software, but also have purchased large amounts of programs as well. They're mostly teenagers with the second largest age group in the 26-35 category. They feel that the current crackdown on piracy will have some short and long term effects on Sysops who run pirate BBS's but state that these boards are not their primary means of obtaining illegal copies of programs. This may be somewhat contradictory with an earlier response that 73% obtain such programs directly from BBS's. The respondents felt that the software industry is not keeping the cost of software at its lowest price possible and were split with whether or not copy-protection influenced their decision on buying programs. They were decidedly in favor of more demonstration programs and said that this would effect their decision on getting illegal copies of programs that offered demo versions.
When asked to justify their logic for illegally copying programs, the answers were almost evenly split between software being too expensive, seeing whether or not the program was worth purchasing, and that the program was readily and easily available for copying. This latter justification may indicate that illegally copying software is almost an "automatic" reaction by many Bulletin Board users -- "it was there, so I took it."
In examining these answers, I regret that I didn't ask users as to whether or not they felt that copying software was "morally" wrong. Nevertheless, it is evident that the software industry still suffers from the image that they're overpricing their programs and that prospective customers have little in the way of finding out if a program is worth purchasing or not. More demonstration versions, less copy-protection, and an aggressive consumer education campaign may be the best avenue of approach by the industry if it ever expects to substantially reduce the problem of software piracy.
-- Tom Zelinski,Sysop of The Hotline Bulletin Board System

NEW PRODUCTS
Abacus Software has released new software for the 1040ST. ST PaintPro is a graphics program that uses up to three windows and allows free form sketching, lines,circles, ellipses, boxes, and more. ST TextPro is a professional word processor that features multicolumn output, automatic indexing, fast text input and scrolling. ST FilePro is a simple yet versatile data management package that allows easy file design and input of data through screen templates. Each of these programs retail for $49.95.
For more information, contact: Abacus Software, 2201 Kalamazoo S.E.,Grand Rapids, MI 49507 or call: 616-241-5510
ZMAG INVADES SWEDEN
EasyPlex on CompuServe
Date: 09-Nov-86 13:30 EST
From: Lennart Olsson [76254,467]
Subj: ZMAG now in Sweden!
---Ron---
I enjoy ZMAG very much myself so I have fed it into my BBS here in Sweden. Do you mind having a Swedish BBS in your ZMAG BBS listing? Currently though, its impossible for U.S. citizens to reach us. Although our modem supports 1200 V22 and 2400 V22bis, the telephone lines don't. As there are different standards for 300/300 (and we use CCITT instead of BELL) I don't think many users can come through successfully from U.S. We call our BBS - Sorman Information eXchange, SIX. It runs on a Mac+, and carry general computer news and sections for Mac, Atari 8-bit, and Atari ST. The number is +46-470-22183.
P.S. We intend to be the best Atari BBS in Scandinavia. (I think we already are, even if we haven't been online for more than 3 weeks...) Thanks for a nice Atari magazine, Lennart Olsson (SIX sysop)
MAGAZINES-ON-A-DISK
As retailers devote less space to low-priced software in favor of high -profit hardware, a new distribution channel is emerging --subscription -based software magazines. While major publishers like Compute! and Antic publications have hopped on the bandwagon in the past year with magazine and disk combinations for the Atari 520 ST, the king of the field is Uptime. First published in 1984, Uptime gives subscribers a disk of 10 Apple II games and utilities in addition to reviews, ads and articles.
The venture, based in Newport, R.I., should reap more than $1 million this year, Publisher Bill Kelly told Soft*Letter, a monthly newsletter that analyzes trends and strategies of the software publishing industry. Kelly has added a Macintosh edition and plans to unveil a PC version, although no release date has been set. More than 30,000 subscribers pay Kelly $66 for the Apple version or $90 for the Mac edition.
While early issues were largely Kelly's work, he has built a network of 300 freelance programmers to write Uptime. In-house editors clean up the code and test all programs before publication. Keeping an ear on readers' needs is part of Kelly's success. His surveys show the Apple II readers want home and education programs, while Macintosh users want business applications.
Uptime 401/847-2455 or Soft*Letter 617/868-0157.
There you have it, The best of November 1986 from Zmag. There were many other stories we covered and if you are interested in reading them, they will become available soon by calling any Zmag BBS system. For a listing call

Continued on Pg. 3

ATARI ST COMPUTER SYSTEMS

POWER WITHOUT THE PRICE

68000 PROCESSOR — 8MHZ CLOCK — MIDI INTERFACE
SERIAL & PARALLEL PORTS — TOS OPERATING SYSTEM
WITH GEM — 640X400 MONO RES — 512 COLORS
640X200 COLOR RES

520ST 512K RAM CPU WITH MOUSE CONTROLLER *AND TV OUTPUT*

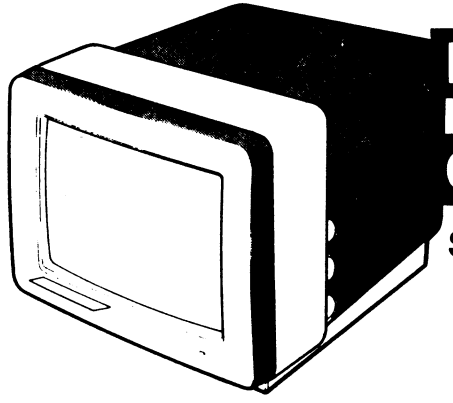
FREE
WITH SYSTEM PURCHASE-
BASIC
AND 1st WORD WP

1040ST 1.024 MEG RAM WITH MOUSE *CONTROLLER & BUILT-IN DS, DD 3.5" DISK DRIVE*

MONO SYSTEM $549.95

COLOR SYSTEM $769.95

SYSTEM CONSISTS OF:
520ST CPU WITH MOUSE,
SF354 SS, DD DISK DRIVE &
SM124 MONO MONITOR OR
SC1224 COLOR MONITOR

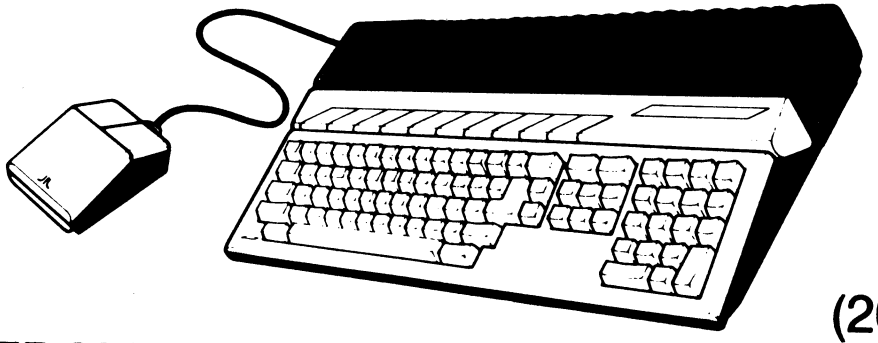


MONO SYSTEM $799.95

COLOR SYSTEM $949.95

SYSTEM CONSISTS OF:
1040ST CPU WITH BUILT-IN
DS, DD DISK DRIVE & MOUSE
SM124 MONO MONITOR OR
SC1224 COLOR MONITOR

520ST CPU W/MOUSE	339.95
SF354 DSS, DD DISK DRIVE	149.95
SF314 DS, DD DISK DRIVE	199.95
SM124 MONO MONITOR	149.95
SC1224 COLOR MONITOR	299.95
SMM804 DM PRINTER	189.95
1040 ST CPU W/MOUSE & DD	674.95



SUBSTITUTE SF314 FOR SF354 IN 520 ST PACKAGE — ADD $59.95

GEMINI ENTERPRISES

86 RIDGEDALE AVENUE
CEDAR KNOLLS, NJ 07927 **(201) 267-0988**

592 MILFORD ROAD, E. STROUDSBURG, PA 18301 **(717) 424-2248**

ATARI 1987

By Donald Forbes -- JACG

"Within the next twelve months, the Company intends to introduce additional microcomputer enhancements using the current ST operating system and compatible with current ST applications software, including products offering additional internal memory capacity and substantially enhanced color resolution and spectrum capacity; a dedicated graphics co-processor that will generate graphics at up to five times current speeds; and a UNIX-based multi-user, multi-tasking microcomputer system."

"The Company currently intends that its principal product development efforts will focus on enhancements of and peripheral products for the ST series."

"An additional graphics processor, which may be added to the 520ST or 1040ST, will handle all graphics generating functions, freeing capacity of the existing central microprocessor for other functions and increase the speed to generate graphics up to five times the speed of current ST computers."

"The Company also intends to develop and introduce additional microcomputer products, using the current ST operating system and compatible with current software, that will offer two and four megabytes of RAM and enhanced color resolution and spectrum capacity.

"Within the next twelve months the Company intends to introduce two and four megabyte versions of the ST line."

"Peripherals include a 20 megabyte hard disk drive. The Company is currently developing: a telecommunications modem, a laser printer, enhanced sound circuits, and a dedicated graphics co-processor..."

These are all direct quotes from a registration statement that Atari has filed with the Securities and Exchange Commission, copies of which were distributed at our October meeting by Bob Smith of Paine Webber Inc. (Thank you, BOB SMITH!).

Atari is seeking to raise $50 million from investors to pay off a long-term debt to Warner Communications (Atari's original parent) which now carries a 17% interest rate, and to list the stock on the American Stock Exchange with the symbol ATC.

Atari has sold more than 150,000 ST computer systems worldwide, and in the first half of this year had sales of $105 million, and profits of $12 million (more than half from European sales).

"The 520ST was recently voted 'Computer of the Year' by the pan-European computer magazine publishers and 'Computer Value of the Year' by InfoWorld magazine."

The registration statement also contains a complete comparison of the features of the Atari line of computers and those of its competitors: the Atari 1040ST, Amiga, Macintosh Plus, Leading Edge model D, Tandy 1000EX, IBM PC-AT, Compaq Deskpro 286 and the Kaypro 286i.

The table shows (1) list prices -- which may not match market prices -- for color and monochrome sets, (2) chip speed in megahertz, (3) kilobytes of RAM, (4) resolution of color and monochrome monitors, (5) number of colors, keys, voices, and floppy drives, and (6) whether they have features such as: the operating system in ROM, a MIDI music interface, a mouse, use of 3 1/2 inch disks, a port for a hard disk, and color video capability.

The following languages are now available for the Atari ST: BASIC, LOGO, C, Fortran, 68000 assembly language, Forth, Pascal, Modula-2 and LISP.

Available ST software products include: word processing programs; spreadsheets, including the VIP Professional (a Lotus 1-2-3 compatible); databases, including Versasoft's DB MAN (an Ashton-Tate dBASE III work-alike); graphics and electronic publishing software; entertainment software; musical composition programs; computer-aided design software; and an "expert system" using artificial intelligence techniques.

"The Company also encourages formation of regional user groups for support of the Company's products, and disseminates information concerning its products through its magazine Atari Explorer. Recently, the Company retained the former publisher and editor of Creative Computing to produce the magazine and other publications promoting the Company's products."

Atari wants you both as an ST owner and a stockholder. You can get a copy of the fact-filled 48-page registration statement (known derisively in the trade as a 'red herring' because of the red warning label on the front page) from Paine Webber at 433 Hackensack Ave in Hackensack NJ 07601, or call Bob Smith at (201) 487-1050.

Now. Once more! All together!

Thank you, BOB SMITH!

Continued on pg. 17

Continued from Pg. 10

Clean-up: Double check your facts and spelling and clean up any garbled syntax. But don't change anything else, or your story will sound labored instead of fresh (you want writing to be fun, not a chore). Save all your improvements for the next piece.

If you did everything right, you will be able to reread your story a year from now, and it will still sound as appealing as the day you wrote it.

Remember the words of Sir Francis Bacon (1561-1626): "Reading maketh a full man; conference a ready man; and writing an exact man."

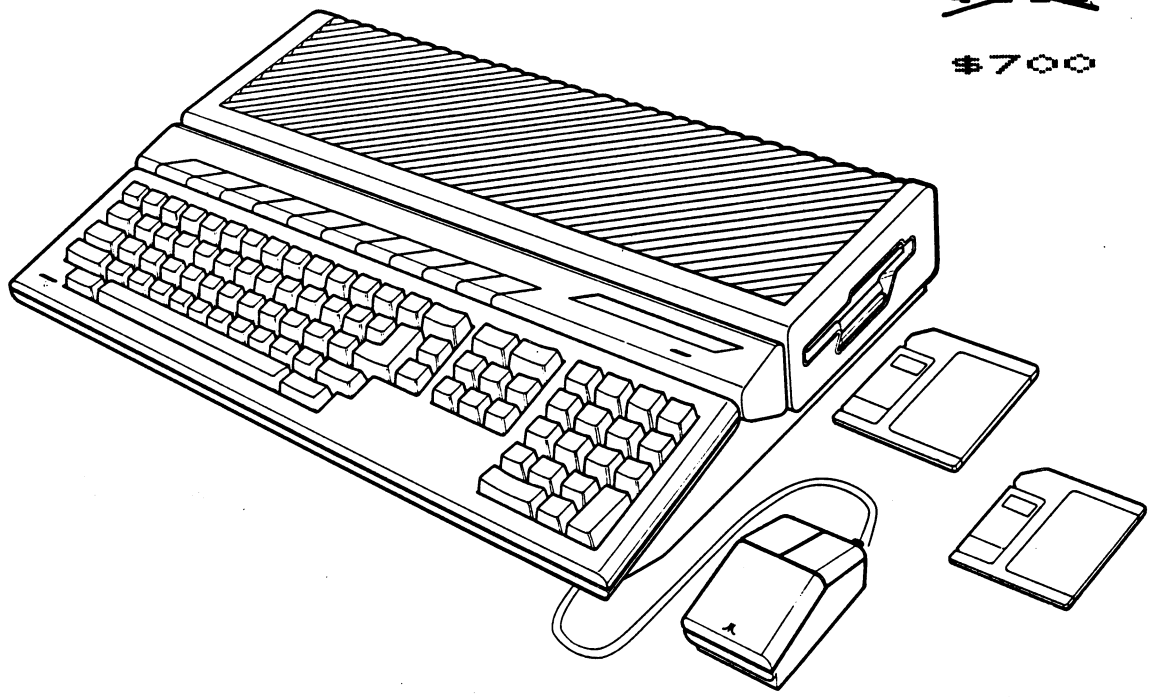
So NOW you are a writer.
Welcome to the club!

```
**********
*        J *
*GIVE A BIT!*
*        C *
*        G *
**********
```

JACG Members Call For Special Price !!!

1040ST™
Personal Computer System

The Only One Megabyte Computer for under ~~$1000.~~ ~~$800~~ $700



FEATURES:
- Integrated CPU, keyboard, disk drive design.
- 1,048,576 bytes RAM.
- 196,608 bytes ROM.
- Built-In Operating System (TOS).
- Full-stroke, 94-key intelligent keyboard.
- 3 1/2" double-sided, double-density disk drive, 720 kilobyte storage capacity (formatted).
- Two-button mouse.
- Sound generating capabilities—3 voices from 30 Hz to above audible range.
- 512 colors.
- Selectable graphic resolution:
  640 x 400 monochrome.
  640 x 200 x 4 colors.
  320 x 200 x 16 colors.
- Midi In/Out ports.
- Industry standard parallel interface port.
- RS232C serial modem port.
- Floppy disk port (including controller) for 2nd disk drive.
- Hard disk port.
- ROM cartridge port.
- Mouse and joystick ports.

TECHNICAL DATA:
- MC68000 microprocessor; 32-bit internal, 16-bit external architecture.
- Clock speed 8 MHz.

REQUIREMENTS:
ATARI RGB or Monochrome Monitor.

SOFTWARE SPECTRUM
382 Somerset St.
North Plainfield, NJ 07060

(Just 7 blocks south of U.S. 22)

(201) 561-8777

MasterCard
VISA
American Express

Store hours: **FRI 11 - 6**
SAT 10 - 5
TUES - THURS 11 - 7
CLOSED SUN & MON

Continued from Pg. 15

ATARI BATTLES THE GIANTS

	Motorola 68000			Intel old 8088		Intel new 80286		
	1040ST	Amiga	Mac	Lead Ed	Tandy	PC-AT	Compaq	Kaypro
List C$	1,199	1,795			1,498			3,195
List M$	999		2,195	1,295	1,198	4,675	3,998	2,995
MHz	8.00	7.16	7.83	4.77	4.77	8.00	8.00	6.00
RAM K	1024	256	1024	512	384	256	256	512
$/Ram K	0.98	7.01	2.44	2.34	3.90	18.26	17.57	6.24
Res:Col	640x200	640x400	None	320x200	640x200	640x200	640x200	320x200
Res:Mon	640x400	None	512x342	730x348	640x200	Opt	Unknown	640x200
Colors	512	4096	0	16	16	16	16	16
Keys	94	89	78	84	90	84	84	84
Voices	3	4	4	1	3	1	1	1
# F Drvs	1	1	1	2	2	1	1	2
OS ROM	Y	N	Y	N	N	N	N	N
Midi	Y	N	N	N	N	N	N	N
Mouse	Y	Y	Y	N	N	N	N	N
3 1/2"Dk	Y	Y	Y	N	N	N	N	N
Hd Dk Pt	Y	N	Y	0	0	Y	0	0
Color Vi	Y	Y	N	Y	Y	0	Y	Y

CARINA - THE BETTER BBS

Presenting the most powerful bulletin board ever written for the Atari 8-bit computer. The Carina BBS is absolutely the most expandable bulletin board for your Atari. It has features that you will find on most bulletin boards plus many other features that make telecommunications easier, more fun, and a lot less monotonous.

WHY IS THIS BBS SO MUCH BETTER?

The power of this system is mostly attributed to the Modem Operating Environment. It makes possible the ability to run BASIC programs WITH LITTLE OR NO MODIFICATION on your bulletin board. It also allows you as the Systems Operator (SysOp) of the Carina BBS to drop into BASIC ON-LINE at any time and make modifications to your program from across the country if need be. No other Atari bulletin board has this feature.

YOU MEAN I CAN CHANGE THE PROGRAMS?

Yes, the Modem Operating Environment eliminates the need to perform modem operations. The bulletin board is written in understandable BASIC and is, in fact, designed with modification in mind. The Carina BBS is also module based. This means you are no longer restricted by the memory of your computer, but rather by the amount of on-line storage on your disk drives and your ramdisk. The Carina BBS itself is not 1 but 7 separate programs. It is a massive system that can be expanded beyond your imagination.

WHAT PROGRAMS COME WITH IT?

The modules included are: The waitcall module which performs user logon/logoff functions, the bulletin board itself which controls all message bases and databases, the file-transfer module with X-Modem upload/download transfer protocol, the message editor (with extensive word processor-like functions), the SysOp commands with the most powerful functions available for any bulletin board on-line, the sub-commands module which contains miscellaneous extra functions, and an on-line trivia game. The Carina BBS has a total of 44 commands including 17 SysOp functions. It is easy to add any other modules of your own, plus there is plenty of room to add any other functions in different modules.

DOES THE CARINA BBS USE ONE-LETTER COMMANDS?

No, the Carina BBS uses word commands as opposed to single letters. For example, typing "Read New" will show you all new messages since your last call. If you prefer just typing one letter, that can be done also. Each command has a macro key that will type the words for you. Typing Ctrl-R Ctrl-N will duplicate the above input. You can also stack more than one command on a line. It is more powerful and a lot easier.

WHAT EQUIPMENT DO I NEED?

To run the Carina BBS you will need an Atari 8-bit computer, at least 1 drive, and a modem. A printer can also be used. The Carina BBS will work with most DOS's and many different interfaces and modems. The Carina BBS is known to work with the Atari 850 interface, the ATR 8000, the Hayes Smartmodem, the MPP 1000C/E modems, and the Q-Modem. It also supports 1200 and 2400 baud.

WHAT ELSE CAN IT DO?

- Ascii and/or Atascii modes supported
- Virtually unlimited message bases and databases
- Self-compacting message bases eliminating the need for constant maintenance
- Automatic validation and access-control configuration allowing the Carina BBS to run by itself
- Allows editing of previously posted messages
- True Electronic-Mail
- And MUCH more

There really isn't enough room to tell you all that the Carina BBS can do. The best way to find out what it can do is to call 305-793-2975 for an on-line demonstration or write for more information.

HOW CAN I GET ONE?

To order, send check or money order in the amount of $69.95 (tax and shipping included) to:

Carina Software Systems
12390 57th Road North
Royal Palm Beach, FL 33411

Continued from pg. 7

For years Scientific American published a monthly column written by Martin Gardner, until he retired. They still do have a good monthly column, but I miss Gardner's approach.

Byte magazine also has a Recreational Math column which is one of the best at this time.

With magazines of this caliber devoting space to this persuit, you can be sure there are more than just a few people being entertained by mathematics.

Perhaps the easiest way to join "the club" is to take a trip to your local library. Start by checking out back issues of Byte, Scientific American, Science 86, and Science Digest. Almost all magazines connected with computers or science will, at some time, have an article for you. And, don't forget to check past issues of J.A.C.G. Newsletters for excerpts from Don Forbes' book The Mathematics of Mathematics.

Magazines aren't the only source of information, although they are the best for getting the latest information. Many books have been written on this subject and finding them is just a matter of knowing where to look. Books on number theory can be found in the Dewey Decimal System under the number 512.81. It should be easy for you to remember since 512 is equal to 2 to the ninth power and 81 is equal to 9 to the second power.

If you are interested in numerology, look under 133.335. If you reverse this number and add the two together, the answer is 666.666, the double "mark of the Beast". This bit of information comes from a book by Martin Gardner called The Magic Numbers of Dr. Matrix. Mr. Gardner is responsible for a host of books on Recreational Mathematics, puzzles and games. Some of his books can be found in larger book stores in the section reserved for games. All seem to be priced for less than ten dollars. I can honestly say that I have enjoyed all of Mr. Gardner's books.

I confess to being hooked on the recreational aspects of mathematics. I treat each problem as one might treat a crossword puzzle. Instead of a pocket dictionary, I carry a pocket computer, a three inch by six and one half inch package with 4K of usuable memory. I can induldge myself whenever boredom sets in. Many of the problems I have written about in the past have been conceived on the pocket computer and finalized on the home computer.

PATRONAGE

As you leaf through this newsletter, please take time to digest not only the article content, but the advertising content of the publication. Our advertisers, by placing ads in OUR newsletter, not only show, by this act, their support of ATARI, but also their support of OUR user group. By far and away, the JACG's greatest expense is the publication of the newsletter, and the cost is defrayed proportionally to the amount of advertising in it. It is, I believe, only right and proper that we reciprocate by patronizing those who have shown their commitment and support in this fashion. Further, I don't think it a bit out of line, to suggest to those who don't, that a positive impact on sales could result from advertising in OUR newsletter. After all, I've said it before, and it's a well-known fact: ATARI owners are VERY sophisticated. The next time you go to purchase an item for your ATARI, ask yourself these questions:

1) Does this establishment advertise in our newsletter?

If the answer is yes, make your purchase and mention "where you saw the ad." If the answer is no:

2) First ask the proprietor why the establishment doesn't advertise in OUR newsletter; and then ask yourself why you're patronizing the establishment.

The philosophy is VERY simple. Support those who support us.

ed.

ATTENTION PROGRAMMERS

If you have written a program that is as good as, or better than, any of the commercially available software programs for the Atari, Microdaft may be interested in marketing it.

If you are interested, or would like more information, please call or write.

microdaft
19 Harbor Drive
Lake Hopatcong, NJ 07849
(201) 663-0202

Doctor Dead Speaks

Activision, how easily we forget!

Tom Pluck - JACG

Remember the early days, with the VCS 2600 and Activision's Kaboom! and Pitfall? Try hard. Now we're in the league of the XE, and Activision has Hacker, The Great American Cross Country Road Race, and Pastfinder. But on other computers, you can get Alter Ego and The Little Computer People Project, new innovations in software, and they left us out on them. Oh, they'll probably give us the 'not enough memory' bull; or the 'version planned for future' trick. Nope. Somehow, someway, somebody's gonna pay.

How? Well, I think that if every member of JACG wrote to them for a complaint, they would have a problem. No more customers for Ghostbusters or Mindshadow or Space Shuttle ....
Maybe they'd reconsider their decision to leave us out. Maybe they'd get a little respect for the company that made them possible! Would there be an Activision without the old, soon to be revived VCS? I think not. Since Activision merged with INFOCOM, maybe the guys at INFOCOM could knock some sense into the buggers!

They've been kind to the ST, now how about us?

This is Doctor Dead signing off. Seeya next month, fellow mothballs .... sorry, I lapsed into a daydream. Farewell, Atarians .....

To write to Activision, write:
Activision, Inc.
Drawer 7287
Mountain View, CA
94039

Next time: Doctor Dead's "Easy Software Christmas Gift Guide"

NOISE from NOYES

D.B. Noyes - JACG

RAMBLINGS

Do you remember that little piece that I wrote regarding the Home Computer Journal which replaced the Home Computer Magazine? Even though my one year, ten issue subscription netted me but an issue of each - I must be on their "turkey" (and so close to Thanksgiving) mailing list. I just received an offer from the "Home Computer" folks to purchase back issues (of course the ONLY two that cover ATARI are the ones that I already have) - well, I could always pick up a TI cheap - to justify the magazine purchase...

When is saving not saving? Bob Mulhearn just helped me convert my $25.00 800XL into a $70.00 256K-XL (could never have done it without his help [you did read my article on my 1050 modification?]). Of course, that was a bargain - but for good 'ol Dave, nothing's easy. I needed a quantity of eight (8) 256K DRAM chips 150 nanoseconds, or better. Magazines offered them (mail-order) for between $2.65 to $3.10 each. But who wants to wait! Not me. Found a store (unmentioned) 45 miles from my house - they offered the chips for $3.50 each - hey, not bad, almost as good as mail-order. Picked them up (90 mile round-trip), got home, and found out that they were 200 nanosecond chips. Called the store- said that they had made a mistake, and that they would order-in the right chips. A couple of days later they called me - the chips were in. Couldn't get there until a Sunday - but OK, they're open- pick them up then. Drove there - they couldn't find them (another 90 miles). Well, at least, give me my money back, I don't want to make another round trip when they find them - oh no, have to go back Monday to get my money back! Well, as I became increasingly angry, and since there were other customers waiting, I at least got my money back. My next project is to upgrade an ATARI 600XL to 64K, you WILL hear how I made out!

Seen during my wanderings - ATARI cartridges for as low as $2.95, and a considerable quantity of software for under $10.00. I'll have to get a wider mouthed stocking to hang over the fireplace! Of course there's plenty of good stuff for over $10.00 for any that are inclined.

In the Public Domain - Have recently been using the ANALOG Database (Issue #47, October, 1986). Great for up to 255 records and up to eight (8) fields. The price was right! Look for my demo of it at the January, 1987 meeting.

At my house we've stopped leaving milk and cookies for Santa. He finds much more use for the blank disks we

Continued on Pg. 20

BARGAIN & SALE

Gary Gorski - JACG

With the holidays soon upon us, we must all look for ways to stretxh that Almighty dollar. From time to time the JACG is presented with special deals or offers that are regularly made to special interest groups ("SIG's"), volume buyers, and user groups. As I become aware of such deals, I will present them to the group by way of this column. If you hear of any special deals, or if you know of any dealer or distributor that offers volume/group discounts, please let me know. Also, if you are interested in purchasing a certain item or product (computer paper, ribbons, etc.), please drop me a line, or give me a call.

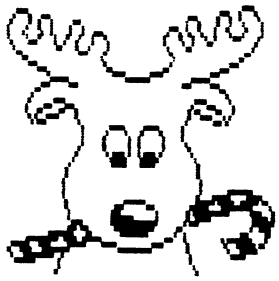
On with the SPECIALS...

For the trusty 8-bit user we have a good deal on an 80 column word processor that Mary Russomano used at the ATARI SAFARI back in September. We need a minimum of 12 purchasers to get a 30% volume discount. If you need any more information on this product, please don't hesitate to contact Mary or me.

As for ST users, please read Bill Martin's column in order to find out more information on the "Mac Sac", which is now being offered.

The last item that I have any information on this month is for subscriptions to the New Aladdin. John Henson, the Editor-in-Chief of the New Aladdin, has offered to rebate a percentage of the subscription price to the JACG treasury. The rebate will be for new subscriptions made through the club. This offer will only be good on orders received before Friday, January 9, 1987. If you missed the October meeting's presentation by John, you owe it to yourself to talk with someone who was there! Please let me know as soon as possible, if you are interested in a subscription, so that I can complete the paperwork. As usual, if you have any questions, answers, or comments; -lease feel free to give me or the HOTLINE a call.

Thanx - Gary



Rules For Merchant Sales at JACG Meetings

Commercial Sellers Must Advertise

The JACG Executive Committee has adopted the following policy concerning commercial sales at any JACG official meeting. The effective date of implementation will be with the July 14th, 1984 meeting.

1. Any merchant selling or renting products, selling services, or in any way promoting same at JACG club meetings must have an advertisement in the current or previous month's issue of the JACG Newsletter, 1/4 page minimum.

2. The number of merchants shall be restricted to three per meeting unless special permission is granted by the President. Preference will be given to current advertisers.

3. Each merchant will occupy no more than one table space or its equivalent. The JACG does not guarantee availability of tables.

4. Merchants are responsible for the return of all furniture they use to its original location and to leave their area neat and clean before leaving.

5. Merchants will check with the Advertising Manager for permission to set up prior to the meeting to have their qualification confirmed.

6. Merchants may not sell during the official meeting and must cease sales and clean up within 15 minutes after the end of the official meeting.

7. Any merchant violating these rules will be not allowed to operate at JACG functions until compliance is assured through the JACG Executive Committee.

8. A merchant is any person, or group of persons, who operate as a regular full or part-time business for the purpose of profit.

The purpose of these operating rules is to insure non-violation of the Bell Laboratories use agreement which, if violated, could jeopardize JACG's use of the facilities. We appreciate your full cooperation in this matter. These rules do not apply to regular members selling their own second hand hardware or original software as outlined in the Flea Market Rules.

Remember, receiving the JACG Newsletter is just one of the many benefits of being a member of JACG.

MAIL TO: JACG-MEMBERSHIP CHAIRMAN

THOMAS PAZEL
70 MITCHELL RD. T-7
HACKETTSTOWN, NJ 07840

DUES:
US (inc. APO, FPO, etc.), Mexico and Canada - $20.00
First class mailing of newsletter add $6.00

Foreign memberships - $30.00 (U.S. CURENCY)

JACG
MEMBERSHIP APPLICATION/RENEWAL

RENEWAL _____ NEW MEMBER _____ FORMER MEMBER _____

Name _____Member #____

Address _____

City/State/Country_____ ZIP: _____

Home Phone Number _____

Date _____ 1st CLASS MAIL _____ 3rd CLASS MAIL _____

TRADING POST

Trading Post is a service for JACG members who wish to sell or swap items of any type. There is no charge for this service. Material must reach the Editor by the 20th of the month to be considered for inclusion in the following month's Trading Post. No commercial services or items will be accepted.

>>>>>>>>><<<<<<<<<

FOR SALE: Atari 800 with 48K. Also includes Austin Franklin 80 column board and 80 column version of Letter Perfect & Data Perfect. This is a true 80 column hardware display, not a crummy software attempt. Awesome for word processing. Only $150 takes it all. Dick Kushner - 201-638-8732.

FOR SALE: BMC high resolution green/black monitor, with sound. Perfect for use with 80 column displays. Only $50. Dick Kushner - 201-638-8732.

FOR SALE: ATR8000 with 64K memory. Uses your Atari as a terminal. Also includes two double sided/double density disk drives and all necessary cables, power supplies and documentation. Plus a bonus box of many CP/M programs, including some high powered word processors and database programs. Plus a cartridge for your Atari to make it an 80 column terminal for the ATR8000. Only $300 for the whole package. Dick Kushner - 201-638-8732.

Membership Renewal

Take a moment and look at your mailing label on a recent issue of the JACG newsletter. Check the bottom right hand corner following "Last Issue:". This is the month/year when your membership expires. Try to renew at least one month early. This helps us keep our book keeping in order and avoids your missing any issues of the newsletter.

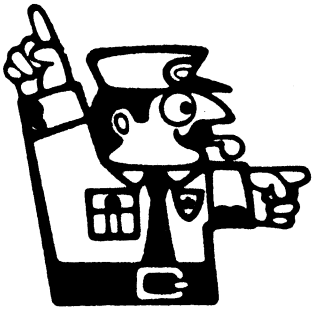
There are two easy ways to renew:

1. Fill out a membership renewal form in the front lobby before our monthly meeting and present it with $20 (in cash or check) to the Treasurer. Add $6 for first class mailing of the newsletter.

2. Copy the information on your mailing label and send, with your remittance, to:

THOMAS PAZEL,MEMBERSHIP CHAIRMAN
70 MITCHELL RD. T-7
HACKETTSTOWN,NJ 07840

>>>CHECK YOUR LABEL<<<
>>>TODAY!<<<



I DIRECT YOU TO
WRITE AN ARTICLE
FOR THE NEWSLETTER!

J A C G

JERSEY ATARI COMPUTER GROUP

8 CRESCENT RD.

PINE BROOK, NEW JERSEY 07058

BULK RATE
U.S. POSTAGE
PAID
PINE BROOK, NJ
PERMIT #56

JACG NEWSLETTER - VOLUME 6, NUMBER 4

December 1986

J A C G EXECUTIVE COMMITTEE

PRESIDENT

Joseph S Kennedy
126 Jupitor St.
Clark,NJ 07066
201-499-0399

VICE-PRESIDENT

Thomas Pazel
70 Mitchell Rd. T-7
Hackettstown,NJ 07840
201-850-9017

SECRETARY

Robert p Mulhearn
8 Crescent Rd
Pine Brook,NJ 07058
201-575-0067

TREASURER

Shree Vandenberg
826 2nd Place
Plainfield,NJ 07060
201-753-2416

EDITOR

David B. Noyes
3 Ann Rd
Long Valley,NJ 07853
201-852-3165

PROGRAMS

Thomas Pluck
86 East Centre St
Nutley,NJ 07110
201-667-4226

LIBRARIAN

Sam Cory
P.O. BOX 7
Towaco,NJ 07082

INTERNATIONAL CHAIRMAN

Barry Weissman
125 Runyon Ave.
Piscataway,NJ 08854
201-885-5161

MEMBERSHIP CHAIRMAN

Thomas Pazel
70 Mitchell Rd. T-7
Hackettstown,NJ 07840
201-850-9017

BBS SYSOP

Scott Jacoves
13 Seneca Ave
Rockaway,NJ 07
201-625-1768

PRES.EMERITUS

William C. Martin
P.O.BOX 356
White House Sta.,NJ 08889
201-534-6349

ADVERTISING

Gary Gorski
313 Shedidan Ave
Roselle,NJ 07203
201-241-4554

DISK LIBRARIANS

Dave Green
Doug Van Hook
Charles Miller (ST)

MAIL ORDER LIBRARIAN

Bret Calligari
306 Division St.Floor 2
Boonton,NJ 07005

SALES MANAGER

OPEN

The Jersey Atari Computer Group (JACG) is an independent, informal organization of ATARI computer users. It is not affiliated with Atari or any other commercial enterprise. Opinions expressed in this publication reflect only the views of the individual author, and do not necessarily represent the views of JACG. Material in this Newsletter may be reprinted by other Atari User Groups, provided the author (if applicable) and JACG are given credit. Only original work may be reprinted. Questions concerning reprinting should be addressed to the Editor.